
RED DEAD REDEMPTION™
UNDEAD NIGHTMARE
MATURE 17+
M
ESRB

⚠ WARNING: PHOTOSENSITIVITY/EPILEPSY/SEIZURES

A very small percentage of individuals may experience epileptic seizures or blackouts when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or when playing video games may trigger epileptic seizures or blackouts in these individuals. These conditions may trigger previously undetected epileptic symptoms or seizures in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition or has had seizures of any kind, consult your physician before playing. IMMEDIATELY DISCONTINUE use and consult your physician before resuming gameplay if you or your child experience any of the following health problems or symptoms:

- dizziness
- altered vision
- eye or muscle twitches
- loss of awareness
- disorientation
- seizures
- any involuntary movement or convulsion.

RESUME GAMEPLAY ONLY ON APPROVAL OF YOUR PHYSICIAN.

Use and handling of video games to reduce the likelihood of a seizure

- Use in a well-lit area and keep as far away as possible from the television screen.
- Avoid large screen televisions. Use the smallest television screen available.
- Avoid prolonged use of the PlayStation®3 system. Take a 15-minute break during each hour of play.
- Avoid playing when you are tired or need sleep.

Stop using the system immediately if you experience any of the following symptoms: lightheadedness, nausea, or a sensation similar to motion sickness; discomfort or pain in the eyes, ears, hands, arms, or any other part of the body. If the condition persists, consult a doctor.

NOTICE: Use caution when using the DUALSHOCK®3 wireless controller motion sensor function. When using the DUALSHOCK®3 wireless controller motion sensor function, be cautious of the following points. If the controller hits a person or object, this may cause accidental injury or damage. Before using, check that there is plenty of space around you. When using the controller, grip it firmly to make sure it cannot slip out of your hand. If using a controller that is connected to the PS3™ system with a USB cable, make sure there is enough space for the cable so that the cable will not hit a person or object. Also, take care to avoid pulling the cable out of the PS3™ system while using the controller.

WARNING TO OWNERS OF PROJECTION TELEVISIONS: Do not connect your PS3™ system to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

HANDLING YOUR PS3™ FORMAT DISC: • Do not bend it, crush it or submerge it in liquids. • Do not leave it in direct sunlight or near a radiator or other source of heat. • Be sure to take an occasional rest break during extended play. • Keep this disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

RED DEAD REDEMPTION™ UNDEAD NIGHTMARE

The world of Red Dead Redemption has been beset by an apocalyptic plague. The dead have arisen and wander the Earth in search of fresh life to infect as great storms sweep across the land under a veil of darkness. Plants rot where they stand and packs of undead animals roam amongst the undead. Fearful stories are told of mysterious, almost mythical beasts at large in the wilderness.

Experience a supernatural twist to the narrative arc of the original story from Red Dead Redemption. John Marston is alone in the world, to save his family this time he must find an antidote to the horrors that threaten the existence of humanity. Towns and settlements are under attack from hordes of undead, with small, isolated pockets of human survivors huddling together for protection. John must rescue survivors and try to turn the tide against the onslaught from beyond the grave if there is to be any hope. Ammunition is at an absolute premium. As the undead plague takes over the land, there is no more game to shoot and besides, every last bullet needs to be saved to fight the undead encroaching on the last bastions of human sanctuary.

But what is the source of this hellish blanket of destruction and how can it be reversed? Rumors abound among the cowering survivors, and John must choose who to believe. Trapped in a living nightmare, John must travel far and wide in search of an answer.

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NOTICES: Video output in HD requires cables and an HD-compatible display, both sold separately. Voice chat requires a headset, sold separately. Compatible with most Bluetooth and USB wired headsets. Some limitations apply.

GETTING STARTED PLAYSTATION®3 SYSTEM

STARTING A GAME

Starting a game: Before use, carefully read the instructions supplied with the PS3™ computer entertainment system. The documentation contains information on setting up and using your system as well as important safety information.

Check that the MAIN POWER switch (located on the system rear) is turned on. Insert the Red Dead Redemption Undead Nightmare Collection disc with the label facing up into the disc slot. Select the icon for the software title under [Game] in the PS3™ system's home menu, and then press the ⊗ button. Refer to this manual for information on using the software.

QUITTING A GAME

During gameplay, press and hold down the PS button on the wireless controller for at least 2 seconds. Then select "Quit Game" from the screen that is displayed.

Hint To remove a disc, touch the eject button after quitting the game

TROPHIES: Earn, compare and share trophies that you earn by making specific in-game accomplishments. Trophies access requires a PlayStation®Network account.

SAVED DATA FOR PS3™ FORMAT SOFTWARE

Saved data for PS3™ format software is saved on the system's hard disk. The data is displayed under "Saved Game Utility" in the Game menu.

ON FOOT

L2 button Target / Zoom
L1 button Draw/Holster Weapon / Hold for Weapon Wheel
R2 button (While aiming with L2) Fire Weapon / Punch / (With weapon holstered) Push
R1 button (Without gun while aiming with L2) Block / Enter / Exit Cover

Left Stick Movement
Right Stick Rotate Camera / Change Targets (Casual Mode)

L3 button Crouch
R3 button Look Behind / (While aiming with L2) Trigger Dead Eye

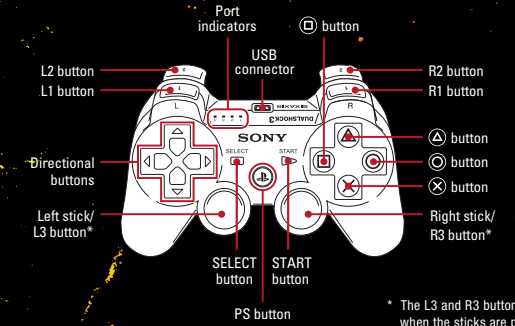
△ button Mount Horse or Vehicle / Interact with Vehicle
○ button Perform Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
✕ button (Hold) Run / (Tap) Sprint
□ button Jump / Climb / (With L2 button) Roll / (With L2 button, in Melee) Dodge

⬆UP Whistle for Horse
➡RIGHT Right Shoulder Aim
⬇DOWN Zoom Out Mini-Map
⬅LEFT Left Shoulder Aim

SELECT button Satchel
START button Pause Menu

GAME CONTROLS

PLAYSTATION®3 SYSTEM



* The L3 and R3 buttons function when the sticks are pressed.

ON HORSE

L2 button Draw Weapon / Target
L1 button (TAP) Draw / Holster / (HOLD) Weapon Wheel
R2 button (While aiming with L2 button) Fire Weapon
R1 button (TAP) Slow / (HOLD) Stop

Left Stick Movement
Right Stick Rotate Camera / Change Targets (Casual Mode)

L3 button N/A
R3 button Look Behind / (while aiming with L2 button) Trigger Dead Eye

△ button Dismount
○ button Perform Greeting / Focus on Important Event / (With Weapon Drawn) Reload Weapon
✕ button (HOLD) Trot / (TAP) Gallop / (Hold near companion) Match speed
□ button Jump / Hitch horse / Rear

⬆UP Whistle
➡RIGHT Right Shoulder Aim
⬇DOWN Zoom Out Mini-Map
⬅LEFT Left Shoulder Aim

SELECT button Satchel
START button Pause Menu

HEADS UP DISPLAY (HUD)



1 MINI MAP

Shows your current position and important icons indicating mission objectives, characters and important events.

2 DEAD EYE METER

This red meter shows the amount of Dead Eye you have. Dead Eye slows down time making it easier to hit your target. Using Dead Eye will slowly empty your Dead Eye Meter. The meter will regenerate over time. Killing enemies will fill it faster.

3 AMMO

Displays the amount of ammunition you possess.

4 TARGET RETICULE

Indicates where your shots will be fired.

5 TOWN SAFETY METER

Tracks how many survivors you have saved and how many undead you have killed before an undead infected town can be considered saved.

6 HEALTH

Your health is represented with a darkening red screen. The darker the screen, the closer you are to death. Avoid damage to allow your health to regenerate.



7 HELP MESSAGES

Help messages will pop up periodically with descriptions of your objectives and advice.

8 HORSE STAMINA METER

This blue meter shows your horse's stamina. You can tap ⊗ to spur your horse to make it run faster. Over spurring your horse when its stamina is low will slow the horse down and eventually lead to you getting bucked off. You can also hold ⊗ to make your horse automatically match the speed of your companions on horseback. The stamina bar will turn green when your horse is following.

9 WEAPON WHEEL

Bring up the weapon wheel by holding L1. Navigate to the weapon you want to wield by using RIGHT STICK. Change weapons within each class by tapping right or left on the Directional Button. Release L1 to change to the new weapon.



MULTIPLAYER

Multiplayer gives you the option to join a Public or Private Session. Everything you do in Multiplayer will earn you Experience Points (XP). The more you earn, the more weapons, challenges, characters, and mounts to choose from as well as more advanced and hardcore versions of the modes.

FREE ROAM

Free Roam is the entry point into multiplayer where you are free to go nearly anywhere in the game world with up to 15 other players. This is also where you can pick your unique character in the Outfitter. Hold up on the Directional Button to make an announcement to everyone in your Free Roam Session. Quickly travel in Free Roam by visiting one of the Transport locations found in every major town.

POSSES

Players are also able to band together and form posses of up to 8 players. From Free Roam, you can choose people to join your posse by hitting SELECT and separately inviting each of the players. If you receive a posse invite, tap SELECT to accept the invite. Posse members share a common player color on the mini map and will stay grouped together in any gang match unless teams are unbalanced. You can chat with anyone in your posse or other players who are near your location.

MULTIPLAYER CHALLENGES

As you level up in Multiplayer, new Multiplayer Challenges will open up. You can read about each of them in the Journal, found within the Pause Menu. Each level completed will earn you XP and open up an additional level.

GANG HIDEOUTS & HUNTING GROUNDS

When playing in Free Roam you will come across gang hideouts and animal hunting grounds throughout the world. These are dangerous areas where you will have a task to complete. Once completed, you will be rewarded with additional XP.

LAND GRAB

In many towns you will see a Land Grab post. Once you launch it, a countdown appears and a radius shows up on the map showing your territory. If you leave the radius, another player kills you or another player sneaks in and activates the post, then you lose your claim to the land. If the player that killed you was in the radius too, they become the new owner of the claim. If the person that killed you is outside of the defense radius, the claim is "dropped" and up for grabs to anyone. Claim holders who kill others are rewarded an attacker XP bonus. The same bonus will be added to the pot. When time is up the pot is divided between all players based on the amount of time they held the claim.

When posses are involved, they are working together to protect the claim. Each Land Grab has a cool down of 3 minutes before it can be launched again. A minimum of 3 people must be in a session to start Land Grab and it is only available in Normal and Hardcore Free Roam modes.



MULTIPLAYER MODES

You can jump into any Multiplayer Mode from Free Roam when you come across some of the gateway markers around town. You can also hit SELECT and select the playlist mode you would like to start.

SHOOTOUT

The objective in a shootout is to kill as many players as possible. The winner is the one who reaches the score limit first or has the highest score at the end of the time limit. There are Free-For-All and Gang based versions of this mode.

CAPTURE THE BAG

There are three modes in Capture the Bag: Gold Rush, where the location is populated with a number of bags and chests and the objective is for each player to capture as many bags as possible, Hold Your Own, where each team has a bag which they have to guard from being stolen by the other team, and Grab The Bag, where both teams go after one bag. Bags that are dropped may be picked up by other players. Players are capable of carrying two bags at one time, but it will slow you down. A player or team wins by having the highest score at the end of the time limit, or by reaching a score limit before time runs out.

CO-OP

The Co-Op modes allow 2-4 players to battle through unique and multifaceted scenarios and objectives. When you are waiting in the lobby before a Co-Op match begins, you are free to walk up to the numerous dummies and select a weapon load-out. These reflect the range of weaponry you will have at your disposal while playing through the mission and assign you an appropriate title.

STRONGHOLD

Stronghold for up to 16 players in two teams of 8. Each team takes turns to attack or defend strategic points on the map with numerous objectives that must be completed. The team that completes the most objectives at the end of the time limit will be victorious. Please note that there are a limited amount of lives for the attacking team in Stronghold that are shared across team members.

HORSE RACES

Compete in competitive horse races with up to 7 other players. Players are allowed to engage in mounted combat to fight for victory in a number of cup-style tournaments.

GAMBLING

Up to 6 players can compete in multiplayer versions of Poker and Liar's Dice. You will be given a certain daily allowance that you can use as a stake in gambling mini games.

UNDEAD OVERRUN

Undead Overrun is a Co-Op Style mode where wave after wave of undead hordes threaten to overwhelm you and your band of survivors. Like the Co-Op mode, 2-4 players can gear up with a variety of different load outs before each Graveyard-focused match. During each wave, a time is allotted and a set number of undead appear. Eliminate all of the undead to move onto the next wave. During each wave a coffin will appear somewhere on the map; opening it will replenish ammo for your team and provide some extra time. Every three waves a weapon crate will appear to provide a new weapon or ammo. When a teammate is downed, you can revive them. All downed teammates will rejoin the fight once the current wave is complete. Fight your way until the undead hordes eventually overtake you and your team.

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